



989 SPORTS®



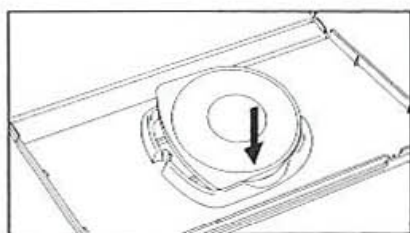
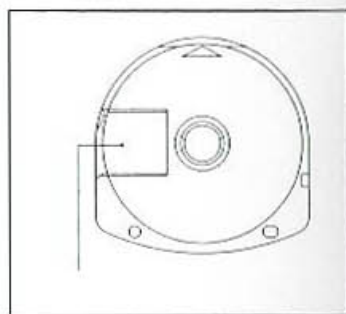
For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP™ handheld entertainment system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

- When operating the unit, play in a well-lit room and keep a safe distance from the screen.
- Avoid prolonged use of the system. Take a break of about 15 minutes during every hour of play.
- Do not use the system when you are tired or short of sleep.
- When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the system immediately if you experience any of the following symptoms. If the condition persists, consult a doctor.
- Lightheadedness, nausea, or a sensation similar to motion sickness.
- Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

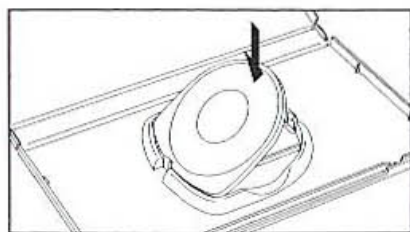
Use and handling precautions

- This disc is PSP™ format software and is intended for use with the PSP handheld system only. If the disc is used with other devices, damage to the disc or to the device may result.
- Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details.
- Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted.
- Set the PSP system's wireless network feature to off when using the PSP on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP system's wireless network feature could interfere with the proper operation of the pacemaker.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause system damage or malfunction.
- SCEA will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

MLB™ Tips and Hints

Game Hint Guide Information

 PlayStation Underground Game Guides.

For free hints and tips visit us at www.us.playstation.com. Sign up and become a member of the PlayStation Underground and access free hints, tips, and cool moves for games produced by Sony Computer Entertainment America.

No hints will be given on our Consumer Service/Technical Support Line.

Consumer Service/Technical Support Line 1-800-345-7669

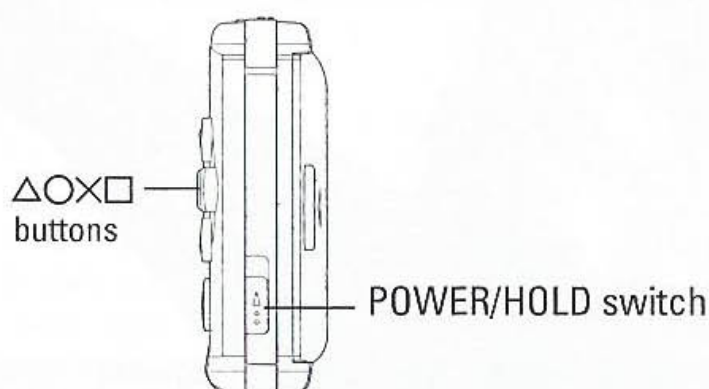
Call this number for technical support, installation or general questions regarding PSP™ system and its peripherals. Representatives are available Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.

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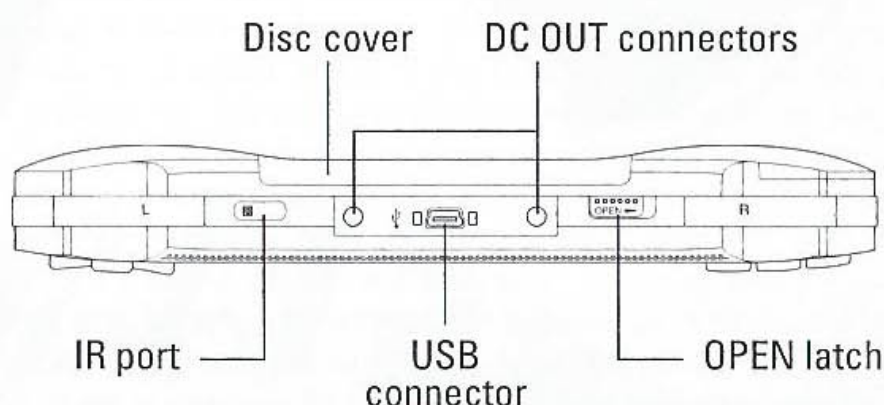
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GETTING STARTED

Right side view



Front view



Set up your PSP™ handheld entertainment system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT the MLB™ disc with the label facing the system rear, slide until fully inserted and close the disc cover. From the PSP handheld's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press **X** on the PSP handheld to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD while it is playing.

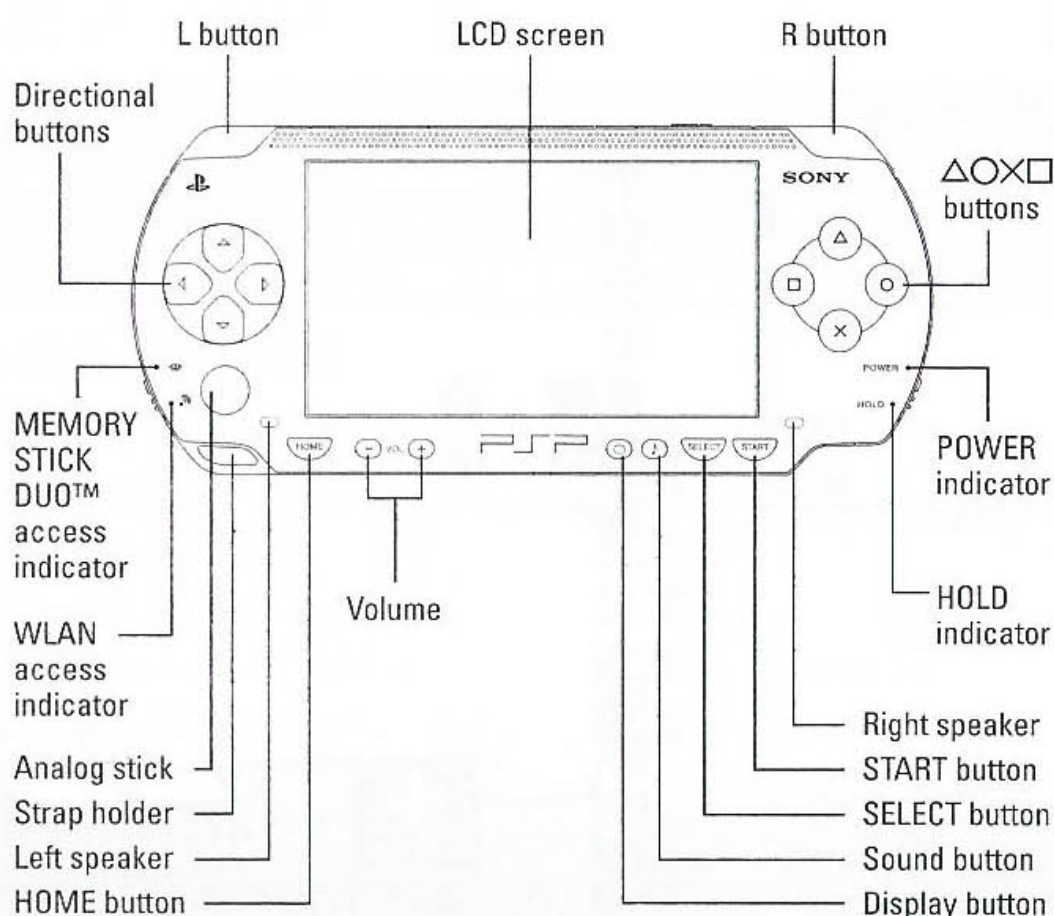
MEMORY STICK DUO™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP handheld. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

GETTING STARTED

PSP™ handheld entertainment system configuration



MULTIPLAYER

•Wi-Fi (WLAN) Features

Software titles that support Wi-Fi functionality allow you to communicate with other PSP™ systems, download data and compete against other players via connection to a wireless local area network (WLAN).

Note: Player responsible for Wi-Fi fees.

Ad Hoc Mode

Ad Hoc mode is a Wi-Fi feature that allows two or more individual PSP™ systems to communicate directly with each other.

Infrastructure Mode

Infrastructure mode is a Wi-Fi feature that allows the PSP system to link to a network via a WLAN access point (a device used to connect to a wireless network). In order to access Infrastructure mode features, several additional items are required, including a subscription to an Internet service provider, a network device, a WLAN access point and a PC. For further information and setting up details, please refer to the PSP™ system Instruction Manual.

Hint: A WLAN access point is a device used to connect to a wireless network. SSID and WEP keys are types of wireless network information. They may be required when connecting to an access point or a router. This information is generally set in the access point or router using a PC.

GAME CONTROLS

PITCHING

•Pitcher before Set

Pitch type 1	X
Pitch type 2	O
Pitch type 3	Δ
Pitch type 4	□
Pitch out	L + X
Intentional walk	L + □
Pitcher/Batter Status Window ...	SELECT

•Pitcher after Set

Pickoff to 1B	O
Pickoff to 2B	Δ
Pickoff to 3B	□
Pitch ball	X
Position ball in strike zone	Analog stick

BATTING

Swing direction in zone (9-box zone)	Analog stick (Veteran and All-Star modes)
Swing	X
Check swing	Press and release X (pressure sensitive)
Sacrifice bunt	O
Drag bunt	O (pressed at last possible moment)
Pitch history	Press and hold R
Guess pitch type 1	R + X
Guess pitch type 2	R + □
Guess pitch type 3	R + Δ
Guess pitch type 4	R + O
Guess pitch location	R + Analog stick (Veteran and All-Star modes)
Influence fly ball	↑
Influence ground ball	↓
Influence bunt towards 1B	→
Influence bunt towards 3B	←
Pitcher/Batter Status Window	SELECT

GAME CONTROLS

BASE RUNNING

NOTE: the term “base icon” refers to the  (1B),  (2B), and  (3B) buttons of your PSP that correspond to the bases on an infield.

•Before the Pitch

All runners steal (auto steal)	 + 
Steal 2B, 3B or Home (auto steal)	 +  + base icon
Lead off all runners	
Lead back all runners	
Lead off individual runners	 + base icon
Lead back individual runners . . .	 + base icon

•After the Pitch

Advance all runners	
Return all runners	
Advance individual runners	 + base icon of runner
Return individual runners	 + base icon of runner
Advance multiple bases	Base icon of runner + directional button of destination base

FIELDING

•Defensive Fielder without Ball

Player movement	Directional buttons or analog stick
Throw to relay man	 (after gaining possession of ball)
Switch to closest player	 (prior to gaining possession of ball)
Jump	
Dive	

•Defensive Fielder with Ball

Player movement	Directional buttons or analog stick
Throw to 1B	
Throw to 2B	
Throw to 3B	
Throw Home	
Throw to cutoff man	 (only when ball is in flight to a base)

Press  at any time during the game to pause it and bring up the Pause Menu.

PITCHING

A pitcher can have the ability to throw up to four different pitches. Your ability to control speeds, locate your pitches, and keep your confidence will determine your success on the mound.

•Meter/Classic Pitching

The Meter system (release point pitching) allows you to set the power and starting point of your release by using a pitching meter. After you select a pitch type, the meter will appear. The top region, the YELLOW/RED gradient, is where your power is generated. Press and hold **X** to start the meter cursor. When the cursor reaches the power zone, release **X** to set your power.



To set the release point, the LIGHT BLUE gradient region, as the cursor continues to move down the meter, press **X** as close to the "sweet spot" as possible (YELLOW line). If you miss the region high, the pitcher will release the ball too early resulting in a higher starting point than desired. If you miss low, the pitcher will release the ball late resulting in a lower starting point. The size of the release point region will vary based on the individual pitch control rating, the pitcher's energy, and his confidence.

*The Classic system does not use a meter but allows you to set the velocity of the pitch by holding or tapping **X** to generate or decrease pitch speed.*

•Total Control Pitching

Using the analog stick, you can locate your pitches in or around the strike zone. If you have the Hot Zones display activated, you will see the nine different zones of the strike zone before you throw the ball. Move the analog stick to adjust the location of the Pitching Ballmarker to set the starting point of your pitch.



Pitcher Confidence

A pitcher's confidence will determine his ability and stamina on the mound. Using the Meter system to pitch, pitcher confidence will be indicated by the size of the "sweet spot". If a pitcher is having a good outing, the "sweet spot" will increase. If he is throwing too many balls or is giving up too many hits, the "sweet spot" will decrease, making it more difficult to throw strikes.

To help a struggling pitcher regain his confidence, go to the mound to settle him down by selecting Mound Visit from the Pause Menu.

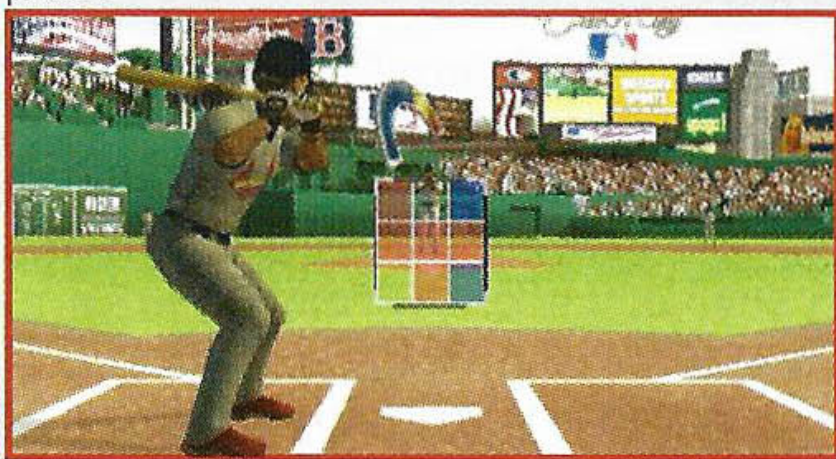
BATTING

•Total Control Batting

Total Control Batting allows you to achieve a higher level of hitting by guessing pitch types and influencing hit direction. You can use this feature in all difficulty levels.

•Guessing Pitch Types

Guessing pitch types allows you to know the timing needed to make good contact with the ball. Guess correctly and the corners of the strike zone will light up. To guess a pitch, press and hold **R** to freeze the action and bring up the Pitch Types Window. Then, press **X**, **○**, **△**, or **□** to guess a pitch. In Rookie mode, if you select the correct pitch type, a lock-on indicator (crosshairs) will appear in the strike zone giving you a power bonus. Release the directional buttons to receive the pitch.



•Influencing Hits

With Total Control Batting, you can influence your hit types as you swing by pressing the directional buttons **↑** for a sac fly, **↓** for ground balls, and **←/→** (tap) to bunt the ball to 3B or 1B.

*To perform a sacrifice bunt, press **○** at any time during the pitcher's windup. To perform a drag bunt, press **○** at the last possible instant, just as if you were swinging at the pitch.*

•*Rookie Batting*

In Rookie mode, successful hitting is accomplished with good timing. Your swing must move through the hitting zone at the right time to make good contact with the ball. Swing early and you will pull the ball, swing late and you will send it to the opposite field. Timing will also need to be adjusted based on the location of the pitches. For instance, if the ball is thrown outside, swing late to hit the ball.

•*Veteran and All-Star Batting*

Veteran and All-Star modes allow you to use Zone Control Batting to guess the pitch location. By pressing and holding **R** and positioning the analog stick in one of the nine zones of the strike zone, you can “sit on a pitch” to guess the location. Guessing correctly will increase your power. Guess incorrectly and you will swing and miss. You still have the ability to react to a pitch and change your hitter’s focus by moving your swing location using the analog stick.

If you guess the right pitch type and location in the Veteran and All-Star levels you will “lock on” to the pitch and generate an additional burst of power. When the crosshairs appear and the corners of the strike zone light up, you will know you have guessed the right pitch and location, so be ready to take a good cut.

In All-Star mode, you must utilize Zone Control Batting. Even if you time the pitch just right, without utilizing the analog stick for bat placement, you will swing and miss.

BASE RUNNING

•*Total Control Base Running*

You can assign your base runners to run or return to bases using Total Control Base Running. Simply toggle a base runner ON by pressing the icon button that corresponds to his base (e.g., press **△** to activate a base runner on 2B). Once you have control of the base runner, press **L** to advance or **R** to return the runner. After setting one base runner’s action, set up the others with the same technique. You can also advance or return all runners simply by pressing **L** or **R**.

To move a base runner multiple bases, activate the runner by pressing his base icon, then press the directional buttons **↑/←/↓** to determine the destination base. For example, if your runner is on first base and you want him to move to third on a ball in play, press **○** to activate him and press **←** to send him all the way to third base.

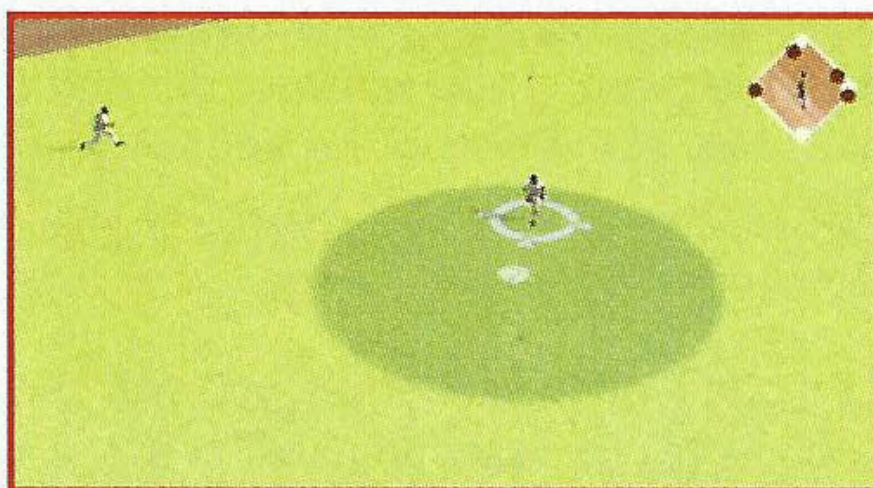
DEFENSE

•*Fielding Marker*

When a ball is hit in the air, position your fielder to catch the ball using the Playmaker Fielding Marker. As the ball travels through the air, the Fielding Marker will appear on the field targeting its landing spot. This fielding marker is comprised of two separate indicators. The first to appear is the catch region indicator, which provides you with the general area in which the ball will land. This indicator also scales in size, depending on your fielder's fielding ability – the better the fielder, the smaller the region will be. The final marker to appear is the catch position indicator. This provides you with the specific area in which the ball will land. To catch the ball, move your fielder to the catch position with the analog stick.



In situations when a runner might tag up, you will notice a third indicator. This indicator animates to show you the optimal catch position to help you get your fielder behind the ball. Do this correctly, and you will induce a smooth catch and crow-hop throw that enables you to get more distance and accuracy on the throw.



•*Branch Point Technology*

This feature enables you to preload throws from the field to a particular base as soon as the ball is hit in play. By pressing a base icon before fielding the ball, your player will automatically throw the ball to that base. If you would like the CPU to automatically field and throw the ball for you, set the Fielding Assist option to Auto in the Options Menu.

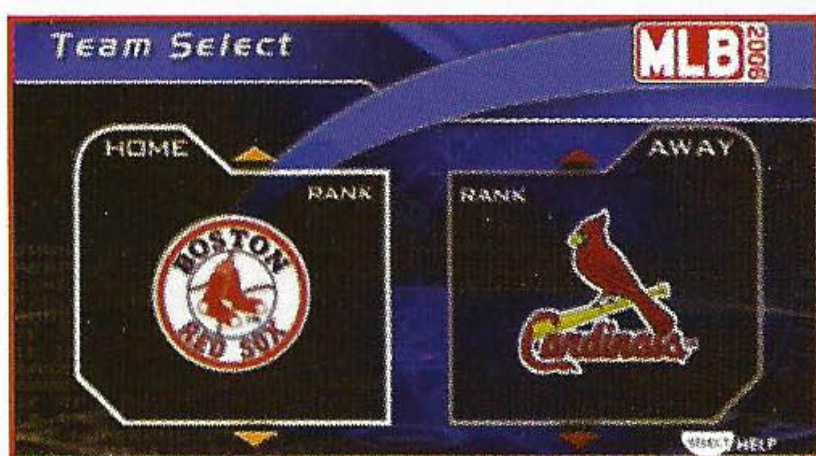
•Cutoff Man

To gun down runners in single relay situations, use the cutoff man by pressing **L** after the ball has been thrown. The longer you hold **L**, the stronger the throw. Be careful not to hold it too long, as too much power can result in a wild throw.

GAME MODES

•Quick Play

Quick Play allows you to start an exhibition game quickly by playing a predetermined matchup. You will still have control to choose different teams, but using Quick Play automatically selects a good matchup. Notice that beneath each team symbol are team rankings that can help you analyze the teams you choose and the quality of the matchup. The team options will include selecting your starting pitcher, setting your batting order, and choosing a stadium for the game.



•Season

During a season you will play an entire 14, 29, 82, or 162-game season with the same team. If you win your division or finish as the league wild-card team at the end of the season you will qualify for the playoffs. The wild-card team will have the best record of the remaining teams in the league.

Once you select a game on the schedule, you can choose from a number of gameplay options. You can play the game, simulate it (or the entire season), or use the SportsCast Manager feature.

Season Schedule						
L			R			
SUN	MON	TUE	WED	THU	FRI	SAT
12	11	12	13	14	15	16
1:00		7:30	7:30	7:30	1:00	1:00
NYN		TB	TB	TB	NYN	NYN
17	18	19	20	21	22	23
1:00	2:30	1:00	7:30	7:30	7:30	1:00
NYN	DET	NYN	BOS	BOS	TOR	TOR
BAL: (0-0)			PENS: (0-0)			
BOS: (0-0)			SCH: (0-0)			

From the Season Menu you can use the Around The League menu to view the league's standings, statistics, roundup (transactions, scores, roster promotions, and player injuries), leaders, and accolades such as awards and records. You can also manage your roster from the Player Management menu where you can edit your lineup, trade players, sign free agents, activate players, and much more.

•*Lineup*

Changes can be made to your batting order, defensive positioning, and pitching rotation before the game. Four batting orders can be set up to use against the opposing pitching rotation (e.g., vs. a left-hander pitcher with a DH in the lineup). You can make additional changes to these options when the game starts from the Pause Menu.

GAME MODE FEATURES

•*Fast Forward*

Fast Forward is available in all modes of play and allows you to advance through parts of a game. During a game, access the Fast Forward option from the Pause Menu.



•*Manage Only Mode*

In Manage Only Mode, you will act as the manager by making all of the game decisions from the bench such as selecting pitch types, giving signs to base runners and hitters, and making defensive adjustments and lineup changes. You will have no control of the play on the field. The players will control the outcome of the game. Manage Only Mode can be used in Season Mode and is accessed from the pre-game popup box on the schedule screen.

•*Manage Only Gameplay*

As a manager, you will see the game played out live. Manager decisions will be made before each pitch. You will have 6 seconds to select a game option before the PSP will make default decisions of "Swing Away" when batting and "Pitch Batter" when pitching.

•Game Simulations

You can simulate games in Season mode. Simulate single games, multiple games or entire seasons. The simulation option is available once a game is selected on the season's schedule. Games cannot be played or simulated out of order, so if you choose to play or simulate a game further in the schedule, all prior games to it will be simulated as well. If you decide to simulate an entire season to reach the playoffs and then change your mind during simulation, press  to stop the simulation at the current date.

INFRASTRUCTURE MODE

Infrastructure Mode allows you to play over the Internet, competing with users in different locations. You are only able to use the Online feature over the Internet from locations that have a network made up of one or more wireless routers connecting to the Internet or those that have Hotspots. You must first set the Wireless LAN switch on the bottom left corner of your PSP to the UP position.

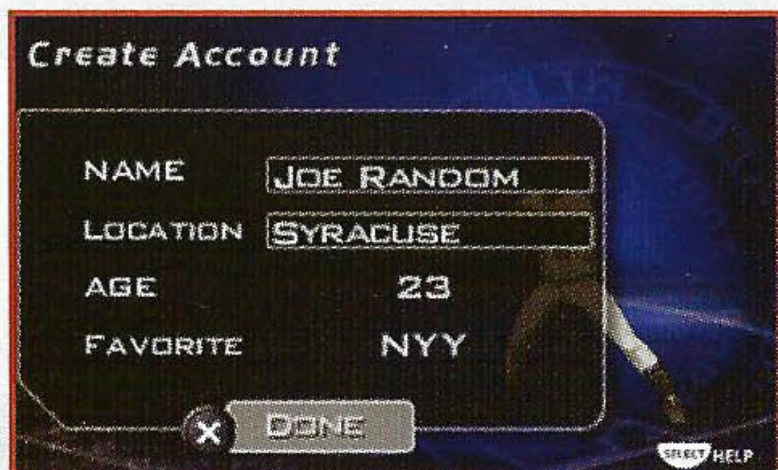
Note: Player responsible for Wi-Fi fees.

AD HOC

The Ad Hoc feature allows you to play a game with one other PSP user within the same location or vicinity to your PSP. To play Ad Hoc, you must first set the Wireless LAN switch on the bottom left corner of your PSP to the DOWN position.

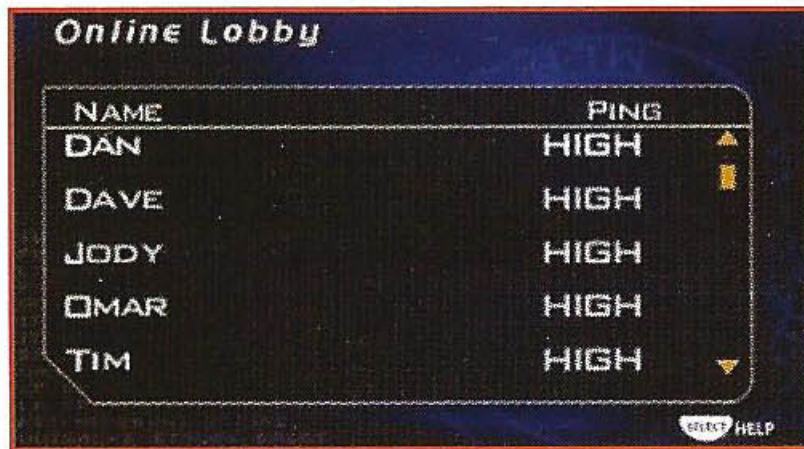
•Create Profile

Create a Profile that will be used during online play. You can create only one profile, create another and this will overwrite the one you currently have.



•Online Lobby

After selecting to play an Infrastructure Mode or Ad Hoc game, you will be brought to the Online Lobby where a list of users will be displayed. The Ad Hoc Online Lobby will show a list of users that are within your vicinity. You can make a challenge by selecting a Profile. If you receive a challenge, you will be presented with options for accepting or declining it.



Once a challenge is accepted, both PSP users will be brought to the Team Select screen.

MY PROFILE

•Edit Profile

Edit the information of a previously created Profile at any time.

OPTIONS

•Gameplay

Gameplay options can be set before the game or while selecting a team. These options can also be found in game from the Pause Menu.

•Difficulty

Difficulty levels will determine the fielding, hitting, and pitching abilities of the players. It will also reflect in a player's stamina and intelligence. The All-Star level is the highest difficulty level and provides the greatest challenge.

•Batting, Pitching, and Fielding View

These options determine the angle of the camera in regard to the view of the game from the plate or in the field.

•Auto Throwing

Set to ON, your players will automatically throw the ball to the appropriate base when it is fielded.

•Fielding Assist

Set to AUTO, your players will automatically field the ball for you.

•Auto Base Running

Set to ON, your players will automatically run the bases, determining on their own when to steal, tag up, go for the extra base, and slide.

•Base Running Windows

Set to ON, Base Running Windows will appear before a pitch and show close up activity of your runners on base as they take leads and attempt steals.

•Guess Pitch

The Guess Pitch option allows you to guess the pitch before it is delivered. A correct guess will activate a crosshairs symbol and enable you to make good contact of the ball.

•Pitch Callout

The Pitch Callout display can be set to Simple or Full. After a pitch, a Full display will show pitch details of miles per hour, location, movement of the pitch, pitch type, and whether the pitch was a strike or ball. A Simple display will only show the location and whether the pitch was a strike or ball.



•*Pitch Interface*

You can set the Pitch Interface to Meter or Classic. The Meter Interface allows you to use a pitching system meter to set the power and release point of the pitch. Classic Mode Pitching will not display a meter, as holding  throughout the pitch generates power for a pitch. Tapping  will take velocity off of the pitch.

•*Pitching Ballmarker*

The Pitching Ballmarker is a baseball cursor located in the center of the strike zone before a pitch. Once you select a pitch type, you can move the cursor with the analog stick to aim the starting point of your pitch. For a greater challenge, this option can be set so that the cursor fades out before the pitch.

•*Tag Up Indicator*

The Tag Up Indicator will display during the game while you are positioning your fielder for a catch. If there are runners on base tagging up, you can make immediate throws after the catch to gun down the runner. Using the fielding marker, you can also position your fielder just behind the marker to make the catch and deliver a stronger throw.

•*Catch Region Indicator*

The Catch Region Indicator is the part of the Fielding Marker that shows the general area in which a fly ball will land.

•*Catch Position Indicator*

The Catch Position Indicator is the part of the Fielding Marker that shows the exact landing spot of a fly ball.

•*Hot Zones*

Hot Zones are sections of the strike zone that display a hitter's strong and weak hitting zones. Red sections indicate locations of a batter's highest level of hitting efficiency. Blue zones indicate a batter's weak locations. Both hot and cold zones can increase or decrease in intensity based on the batter's successes and failures in each zone.

•*Strike Zone*

A Strike Zone can be set to appear above the plate during an at-bat to help the pitcher aim a pitch or the hitter to know if the pitch is a ball or strike.

•Errors

Errors can be set ON/OFF for the game.

•Innings

You can set the length of the game from 1-9 innings.

•DH

The Designated Hitter is only used in American League games unless you set this option ON to use it for National League teams. Set to AUTO, the PSP determines when the DH is used.

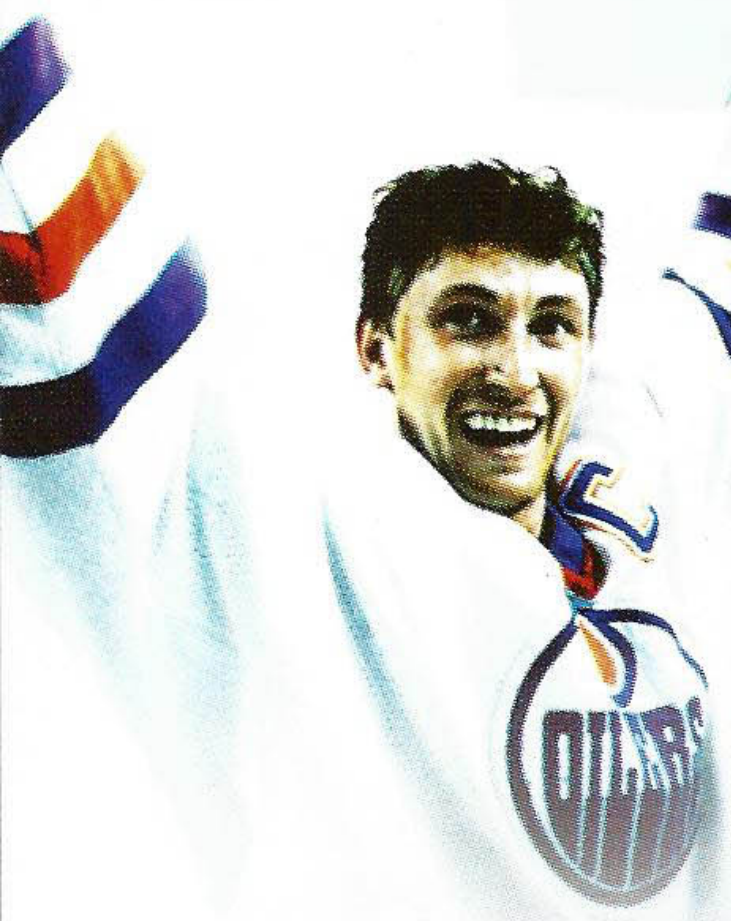
•Audio / Video

Adjust the announcer, music, sound effects, and crowd volume levels of your game.

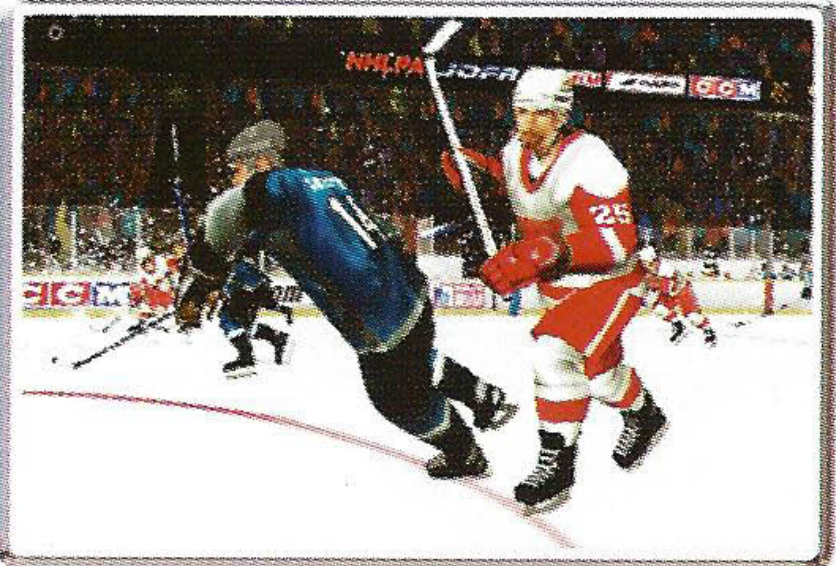
•Game Tuning

Use Game Tuning options to customize ability and attribute levels of your players and those of the PSP. You can increase or decrease the setting levels of pitch speed, batter contact and power, arm strength, and more.

Play the Great One!



GRETZKY THE



The first NHL hockey game on the PSP™. Wi-Fi compatibility lets you hit the ice against other PSP™ users across the room or across the country. Exclusive licensing with Wayne Gretzky lets you play as or against number "99" and chase the Great One's NHL records in the Gretzky Challenge. Fast gameplay combined state-of-the-art graphics and hard-hitting action delivers an authentic NHL experience.

EVERYONE

E

Violence

ESRB CONTENT RATING www.esrb.org

Game Experience May Change During Wireless Play.

989 SPORTS®



PSP™



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